

VERSION WITH MARKINGS TO SHOW CHANGES MADE

1. (Twice Amended) A game controller system communicating between a user and an electronic game device, comprising:

a portable housing;

a sensor attached to said housing and responsive to operation by the user to generate signals;

a radio frequency sender engaged with said sensor, wherein said sender [is capable of] transmits said signals with time domain multiplexed transmission [of said signals]; and

a radio frequency receiver engaged with the electronic game device for receiving the signals from said radio frequency sender.

8. (Twice Amended) A game controller system for communicating between at least two users and an electronic game device, comprising:

a portable housing;

at least two sensors engaged with said housing [and] wherein each sensor is responsive to operation by at least one of the [persons] users to generate signals;

a radio frequency sender engaged with said sensors, wherein said sensor [is capable of] transmits said signals with time domain multiplexed transmission [of said signals]; and

a radio frequency receiver engaged with the electronic game device for receiving the signals from said radio frequency sender.

20. (New) A game controller system for communicating between a user and an electronic game device, comprising:

a portable housing;

a sensor attached to said housing and responsive to operation by the user to generate signals;

a radio frequency sender engaged with said sensor, wherein said sender transmits said signals with time domain multiplexed transmission, and wherein said sender provides error correction functions; and

a radio frequency receiver engaged with the electronic game device for receiving the signals from said radio frequency sender.

21. (New) A game controller system for communicating between a user and an electronic game device, comprising:

a portable housing;

a sensor attached to said housing and responsive to operation by the user to generate signals;

a radio frequency sender engaged with said sensor, wherein said sender transmits said signals with time domain multiplexed transmission, and wherein said sender transmits only changes made to said signals; and

a radio frequency receiver engaged with the electronic game device for receiving the signals from said radio frequency sender.